

# The Land of Dreams, a Guide for Travellers

By Peter David Smith

Arriving in the Land of Dreams, whether for a short stay or longer, there are a few matters which the traveller will need to understand.

Firstly, all who come to Dreams should be aware that this is a land like no other.

That's true.

And yet, paradoxically, the opposite is also true. Dream is like ALL other lands.

Get used to paradox. It is one of The Ways of Dream.

Learning the language, one may first wish to become acquainted with some simple and useful phrases. A good one is “What exactly is happening here?”. Another is “I expect there is probably a reason why things appear to be so queer”.

The spoken and written language is a derivative form of the *Maykittoop* root language which, in turn, is derived from *Proto-Infinite-Giberice* (*P.I.G.*). All words have multiple meanings, many of which tend to contradict themselves.

It is often better to wait and not speak until being spoken to. If and when you do speak to dream dwellers or fellow tourists please be polite, there could be serious consequences for rudeness.

Language has power and ordered structures of meaning will arise around you.

A popular greeting word in Dream is “Gosh!” or also “Wow!”

If you are planning a long stay you must realise that “plans” are considered a bit of a joke in the Dreamworld. You may find that your plans are stymied at every turn. Conversely, you could just as easily find that your plans were completed weeks ago and that you have already done all of the things to which you were looking forward. Thus it is better to take things as they come.

Try to avoid visiting the Land of Dream on **Land Monopoly Day**, a public holiday which never ends, but constantly restarts itself in a Mobius Loop.

The Land of Dream uses the multiple time track model which makes possible infinitely repeating days of heaven or hellishness co-existing with regular length days and/or elastic time periods.

Places to stay in the Dreamland include Barns, Castles, Palaces, Prisons, Cottages, Swamps, Deserts, Hotels, Hostels, Hostiles, Ditches, Alleyways, Torture Chambers,

Dungeons, Dragon's Mouths, Houses, Brothels, Churches, Office Buildings, Caves, Towers, Police Stations, Hospitals, Plague Ships, Libraries, Art Studios, Cartoons, Military Bunkers, Forts, Forests, Valleys, Guest Houses, Cardboard Boxes, Doghouses, Tribal Encampments or The Holy See.

The Dreamland has many Coffee Bars, Pubs, Salons, Stoa and Basilicas. Be careful in the Basilicas, these are often home to real Basilisks.

The Basilisk is one example of the many wondrous beasts of Dream. On some days, if you are lucky, you may observe a Basilisk getting confused with a Cockatrice. They love to do that. It's an attraction and a real treat to see.

The weather is an atmospheric ultra-morphism which sometimes rains water..... .....or whatever.....

While in the Dreamland, be sure to visit The Infinite Library which is dedicated to Jorge Luis Borge and contains everything, not just books, E-V-E-R-Y-T-H-I-N-G.

The Land of Dream has many different centres and capitals. Unlike other countries the political system reforms itself frequently. Reformers are always welcome and new systems tend to fit in harmoniously with the constant fluxus of reconstruction. The demarcations of political boundaries change constantly but remain inconstant through change. Sometimes there is a King or a Queen, an Emperor or a Pope. Sometimes a tribal Chieftain or a Gang Boss. Often these tend to fade away in favour of archetypal Anarchy. Sometimes the land is ruled by a committee, other times by Geometers.

Try to avoid the "Land of Block" which exists as a subset of the parish or borough of Nightmare. In the "Land of Block", should you be unfortunate enough to end up there, you would often see writers and other creative types banging their heads against brick walls and large concrete blocks. The sight of these poor unfortunates can be distressing and there have been cases of "Mind Block Pandemic" which you definitely don't want to be a part of. If you feel that you might be near one of these regions the procedure is to go completely insane and say, do, or write *anything* at all, the crazier the better. That's the best way to preserve your mental stability.

Well known figures in Dream include four Bishops, four Knights, two Kings and two Queens. You might see that particular group on the Plain of Sixty-Four, between the four Castles or the "Forecastle", "Foc's'le" or "Fork Ass'le". They are assisted by sixteen medieval peasants and they are trying to decide which of the two "Holy Sees" has sacred precedence over the Battlefield areas of Dream. The answer is always The Reaper.

The City Council is called The Commedia. City officials are often represented by Il Dottore and their associates. You may find yourself conscripted by Il Capitano and employed to guard important structures, such as the Scottish Castle of Disney Matter.

Keep an eye open (infinitely) for The Villain with an Infinite Number of Faces and the Hundred Faceless Hero. They circle each other throughout the Jungirrl.

There is no permanent President, Emperor or King of Dreams, except when there is. It varies. Sometimes the man called "Olly Luke", "The Sandman" or "Daddy Dustman" is referred to as "The King of Dreams". Sometimes he is a "she" or a "shee" or a "sidh" or a "Siddha". She may be called "The Queen of Dreams" but often he or she is merely a travelling vagabond with magic powers. The ruling power in The Land of Dream could be Communist or Fascist or could, just as easily, be a Chair or a Table. Political furniture is a thing in Dream and it is possible sometimes to have your forward motion over-ruled by The Chair.

Some of these political furnishings are Rocking Chairs, so you might want to avoid having a catlike tail. Rocking is an accepted form of political expediency in Dream. If a Boat or a Plane is making unacceptable regulations around you, rock it!

Traffic systems in Dream are usually built on the Labyrinth and Maze idea. Like Britain, the Left Side is the Right Side and the Right Side is the Wrong Side. Bicycles can be rented.

In Dreamland there is a big, deep dark forest which contains an even bigger, deeper, darker forest which contains an even bigger, deeper, darker forest. Next to that is a Fun Fair.

Some areas of Dream are permanently stuck in the centuries of The Holy Roman reiteration of The Roaming Empire. In which case you will see little Germanic villages filled with cobblers and fairies, unicorns, dragons, monks, wizards, kings, princesses, spinsters, hermits, knights in armor and enchanted objects. All of that is the psychic record of the destruction of tribal communities by Greco-Roman re-organisation and the subsequent commercialisation by the Grimms, Charles Perrault, the Andrew Langs, Disney and everybody else. Centuries of young people being told about magical princes who will take them away to a magic world of weirdness. At the root of it The Holy See playing chess against itself across Europe.

Try not to make too many assumptions. Even though "Chthonic Lulu" and The Pumpkin Headed Man are both racist as hell and, paradoxically, Friends of Dorothy, they are still not necessarily friends of each other. There is usually some antagonism there.

In Dream society, legal contracts are worth the imaginary paper they're written on and the currency system is that anything is exchangeable with anything (if you can find a suitable rube).

Pay no attention to bus and train schedules. Buses and trains, or any sort of transportation, will almost always do something different from what is expected of it and short journeys may be infinite, while long journeys might be instantaneous. Expect the Unexpected because The Unexpected is expecting YOU.

You can bring a packed lunch, but when you open it inside the borders of Dream it could be anything. There is a Law of the Universe which declares that all circumstances in the Waking World can be reversed in multiple directions in Dream. Atoms can be positronic, negatronic or jam. Atoms can also be lots of other things, including Mrs. Doris Horace of Croydon, New Mexico.

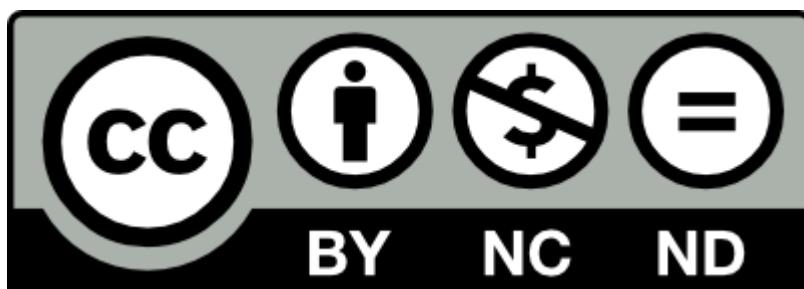
In Dream you can write a letter, send a postcard, a text, an email, make smoke signals, communicate by semaphore or contact the waking world in any way you choose. Please make sure that your message means nothing in the end because your message will mean nothing in the end. Got it? Good.

We hope you enjoy or, at least endure, your time in Dream. Salut à tous, , c'est moi, C'est le matin, s'aller maintenant, Sally and Matt Know and hurry back soon!!!

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